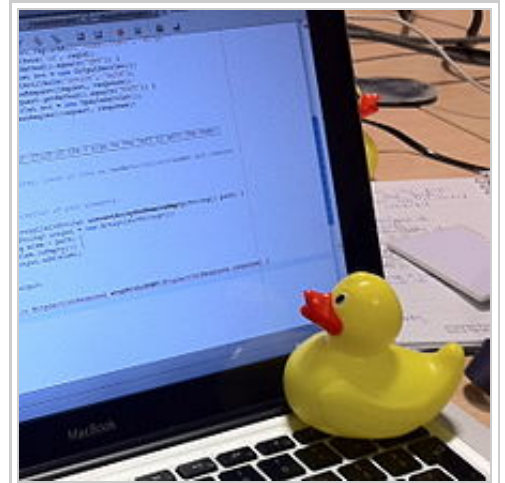


Rubber duck debugging

From Wikipedia, the free encyclopedia

Rubber duck debugging is an informal term used in software engineering for a method of debugging code. The name is a reference to a story in the book *The Pragmatic Programmer* in which a programmer would carry around a rubber duck and debug his code by forcing himself to explain it, line-by-line, to the duck.^[1] Many other terms exist for this technique, often involving different inanimate objects.

Many programmers have had the experience of explaining a programming problem to someone else, possibly even to someone who knows nothing about programming, and then hitting upon the solution in the process of explaining the problem. In describing what the code is supposed to do and observing what it actually does, any incongruity between these two becomes apparent.^[2] By using an inanimate object, the programmer can try to accomplish this without having to involve another person.



A rubber duck in use by a developer to aid code review

See also

- Code review
- Software walkthrough
- Pair programming

References

1. ^ *The Pragmatic Programmer: From Journeyman to Master* (<http://pragprog.com/the-pragmatic-programmer>). Addison Wesley. ISBN 978-0201616224. p. 95, footnote.
2. ^ Baker, SJ, *The Contribution of the Cardboard Cutout Dog to Software Reliability and Maintainability* (http://www.sjbaker.org/humor/cardboard_dog.html).

External links

- "Description of the method" (<http://lists.ethernal.org/oldarchives/cantlug-0211/msg00174.html>), *Cant LUG* (mailing list), Ethernal.
- *Rubber duck debugging* (<http://www.rubberduckdebugging.com/>): site honoring the method.
- *Rubber Duck Problem Solving* (<http://www.codinghorror.com/blog/2012/03/rubber-duck-problem-solving.html>): Coding Horror blog.

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